

# **PADELISTAS**

**HANDBOOK**

# **The United States Padel Association Rules and Regulations**

**2026. Edition 8.2**  
**Updated January 16, 2026**



## FOREWORD

The United States Padel Association (USPA) invites all readers of the *Padelistas Handbook*, USPA Rules and Regulations to submit feedback concerning the guidance contained in this document. Suggestions, comments, and the identification of any errors can be directed to the USPA at [info@padelusa.org](mailto:info@padelusa.org) under the subject heading, “Padelistas.”

In the absence of guidance provided within this document, all situations will be governed by the rules of padel issued by the International Padel Federation (FIP). [The FIP Rules of Padel are available here.](#)

We look forward to adding more information in future editions of the handbook to foster consistency and transparency around the USPA and its competition structure.

### UNITED STATES PADEL ASSOCIATION (USPA)

Website: [www.padelusa.org](http://www.padelusa.org)

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Instagram: @usapadel

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### INTERNATIONAL PADEL FEDERATION (FIP)

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# RULES AND REGULATIONS FOR USPA-SANCTIONED TOURNAMENTS

## 1. SANCTIONING

- 1.1 Sanctioning seeks to provide consistency and transparency for all USPA tournaments in the following areas:
  - 1.1.1 Marketing and branding
  - 1.1.2 Pre-tournament organization
  - 1.1.3 Tournament Director's responsibilities
  - 1.1.4 Scheduling parameters
  - 1.1.5 Optionality in draw formatting
  - 1.1.6 How to make a draw
  - 1.1.7 How to make changes to a draw
  - 1.1.8 Competition schedule
  - 1.1.9 Rankings
- 1.2 The USPA considers the needs of players, clubs, and sponsors in the sanctioning process when determining the rules and regulations that govern its tournaments.
- 1.3 Clubs that agree to host a USPA-sanctioned tournament are expected to operate their tournament in accordance with the guidelines outlined in this document and other documentation provided on the USPA website.
- 1.4 Players who participate in a USPA-sanctioned tournament are expected to follow all player guidelines listed in this document and the [USPA Code of Conduct. Available here.](#)
- 1.5 Players participating in a USPA-sanctioned tournament are expected to adhere to all regulations regarding match filming, as outlined in the [USPA Match Filming Policy. Available here.](#)
- 1.6 Players participating in a USPA-sanctioned tournament are expected to adhere to all [FIP Anti-Doping Rules. Available here.](#)

## 2. BRANDING

- 2.1 Promotional documents and flyers issued by the club must include the following information:
  - 2.1.1 Name of the tournament and the associated level of the tournament.  
Tournament date/s, location, start time, and end time. Earliest possible start time by division.
  - 2.1.2 Registration information (registration links, club address, entry fees, payment options and registration closing date).
  - 2.1.3 Categories and divisions of competition (*see Section 3.1*).
  - 2.1.4 Maximum size of each draw, if necessary.
  - 2.1.5 Tournament director's contact information.
  - 2.1.6 Awards and prize information.
  - 2.1.7 USPA logo, USPA national sponsors, and any local sponsors.
- 2.2 Promotional documents and flyers must be approved in advance by the USPA. The host club must submit all such documents to [info@padelusa.org](mailto:info@padelusa.org) and receive written e-mail approval before publishing.
  - 2.2.1 Each club may seek additional local sponsors in addition to the USPA national sponsors.

[USPA Flier Template and Guidelines are available here](#)

### **3. PRE-TOURNAMENT**

#### **3.1 Competition Formats**

**3.1.1** USPA Tournaments will have the following mandatory competition formats:

**3.1.1.1** Men's First Division

**3.1.1.2** Women's First Division

**3.1.1.3** Men's Second Division

**3.1.1.4** Women's Second Division

**3.1.1.5** Other divisions as the club sizes allow, typically including Third Division, Fourth Division.

**3.1.2** Additionally, each tournament may offer the following optional formats, which are not sanctioned for ranking purposes.

**3.1.2.1** Mixed Open

**3.1.2.2** Coed Open

**3.1.2.3** Mixed First Division

**3.1.2.4** Coed First Division

**3.1.2.5** Mixed Second Division

**3.1.2.6** Coed Second Division

#### **3.2 Seniors Competition Formats**

**3.2.1.1** Men's 35+, 45+, 55+

**3.2.1.2** Women's 35+, 45+, 55+

**3.2.1.3** A player may play down in an age group but not up. For example, a 57-year-old can play in 35+ or 45+ or 55+. However, a 37-year-old can only play in the 35+ category. Ranking points earned in a specific category are not carried over to another category. For example, if a 57-year-old player competes in the 45+ category, the ranking points achieved are added to the player's rankings in the 45+ category, not the 55+ category.

**3.2.2** In addition, Seniors' tournaments may use the following optional formats that are not sanctioned for ranking purposes.

**3.2.2.1** Men's 40+, 50+, 60+

**3.2.2.2** Women's 40+, 50+, 60+

**3.2.2.3** Co-Ed 35+, 40+, 45+, 50+, 55+, 60+

**3.2.2.4** Mixed 35+, 40+, 45+, 50+, 55+, 60+

#### **3.3 Junior Competition Formats**

**3.3.1.1** Boys: 12, 14, 16, 18

**3.3.1.2** Girls: 12, 14, 16, 18

**3.3.1.3** Coed Juniors 12, 14, 16, 18, (not sanctioned for ranking purposes)

**3.3.2** A club may choose to offer a mix of sanctioned and non-sanctioned formats.

**3.4** A player may only compete in one division within the same category at a tournament. For example a player may not enter both men's Division 1 and men's Division 2 or women's Division 2 and women's Division 3 in the same tournament.

**3.4.1** At USPA 100, with the permission of the Tournament Director, a player may enter two divisions, with a different partner. In choosing to do so, a player waives the minimum rest requirements and may play up to six matches in one day.

### **3.5 Draw Formats**

**3.5.1** Available draw formats are as follows:

**3.5.1.1** Round Robin

**3.5.1.2** First Match Loser Consolation Draw

**3.5.1.3** Feed-In Championship Draw (FIC)

**3.5.1.4** First Round Loser Consolation. Only approved for use in Division 1, of USPA 2000, 1000 tournaments.

**3.5.2** More information is provided in *Section 6 Draw Formatting*.

### **3.6 Scoring Formats**

**3.6.1** Star Point is used in all USPA-sanctioned tournaments and matches.

**3.6.1.1** The Star Point system starts at the first deuce and consists of the following stages. First Deuce. Players play one point to determine who has the advantage.

**3.6.1.2** First advantage. If the team with the advantage wins the point, they win the game. If they lose, the score returns to 40-40. Players then play one point to determine who has the advantage.

**3.6.1.3** Second advantage. If the team with the advantage wins the point, the game is won. If they lose, play moves to the Star Point.

**3.6.1.4** Star Point. A single decisive point: the winner of this point takes the game. On the Star Point, the receiving team chooses the side on which the serve is served.

**3.6.2** For USPA 2000, 1000, and 500 tournaments.

**3.6.2.1** The scoring format to be used for the main draw matches of Division 1 is a best-of-three tiebreak sets. (First to 7-point tiebreakers, win by two points, played at six games all, in each set.)

**3.6.2.2** The scoring format to be used for the main draw matches of Divisions, 2,3,4, and the consolation draw matches of all divisions, two tiebreak sets (First to 7-point tiebreakers, win by two points, played at six games all, in each set), with a super tiebreaker (first to 10-point tiebreaker, win by two points) in lieu of a third set.

**3.6.2.3** All tiebreakers are to be won by two points (no sudden death point)

**3.6.3** For USPA 250 and 100 tournaments.

**3.6.3.1** The scoring format to be used for the main draw and consolation draw matches is two tiebreak sets (First to 7-point tiebreakers, win by two points, played at six games all, in each set), with a super tiebreaker (first to 10-point tiebreaker, win by two points) in lieu of a third set.

**3.6.3.2** All tiebreakers are to be won by two points (no sudden death point)

**3.6.3.3** Special consideration and requests for alternative formats for USPA 100's can be submitted to the USPA for approval prior to a tournament being sanctioned.

**3.6.4** Tournaments that experience adverse weather conditions and are at risk of not completing the tournament may switch to a different scoring format if necessary, provided the following criteria and formats are met, and with USPA approval.

- 3.6.4.1** Attempt to complete all main draws prior to consolation draws.
- 3.6.4.2** Attempt to play finals matches as per the standard scoring format, even if earlier rounds' formats are shortened.
- 3.6.4.3** Attempt to play all matches in the round using the same format.
- 3.6.4.4** If applicable, shorten the format from 3 full sets to playing a third-set tiebreaker in lieu of a third set.
- 3.6.4.5** Shorten the format from 2 sets with a 3rd set tiebreaker to first to 10 pro-sets, with the first team winning ten games by a margin of two. If the match reaches 9-9, a 7-point tiebreaker is played to decide the pro-set.
- 3.6.4.6** Shorten the format from 10-game pro-set to 8-game pro-set.
- 3.6.4.7** Contact the USPA for guidance during the tournament if you are unsure.

### **3.7 Registration**

- 3.7.1** The USPA Tournament Management System (TMS) administers all registration and collection of entry fees.
- 3.7.2** Only players maintaining a current USPA membership or USPA Registered Player Accounts shall be admitted into the draw of a USPA-sanctioned tournament.
- 3.7.3** Tournament registration deadline:
  - 3.7.3.1** The entry deadline for all USPA 2000, 1000, 500, 250, and Seniors tournaments is 11:00 PM local time on Thursday, the week before the tournament, for example. Tournament is on Sat & Sun, Jan 17/18. Entries close Thursday, January 8th, at 11:00 PM local time.
  - 3.7.3.2** The entry deadline for all USPA 100 tournaments is 11:00 PM local time Monday, the week of the tournament, for example. Tournament is on Sat & Sun Jan 17/18. Entries close Monday, January 12th at 11:00 PM local time.
  - 3.7.3.3** After the entry deadline has passed, Tournament Directors are not required to allow any further entries. Tournament Directors may choose to allow late entries, provided the division is not full, and the draw has not been published. Unless there is an administrative error, players cannot be entered into a draw after the draw has been published.

### **3.8 Acceptance of Entries**

- 3.8.1** Entries into all tournaments are open to USPA members and USPA-registered players.
- 3.8.2** There is to be no discrimination in acceptance of entries based on race, sexual orientation, religion, or color.
- 3.8.3** Females may enter a male division if they are of the appropriate verified WPR and there is insufficient competition in the female division. Ranking points earned in a specific category are not carried over to another category. For example, if a female plays in the men's division 2, the ranking points achieved are not added to the player's rankings in the female rankings.
- 3.8.4** A player may be refused the right to participate in a tournament for the following reasons:
  - 3.8.4.1** The player has an unpaid USPA membership.
  - 3.8.4.2** The player has been disqualified or received a sanction from the USPA, host club, or any other international federation.
  - 3.8.4.3** The player's age or nationality does not correspond to the tournament category.

- 3.8.4.4** The host club receives the player's registration after the deadline.
- 3.8.4.5** The host club is involved in litigation with the player who is entering and chooses not to allow that player on their private club property.
- 3.8.4.6** The host club has previously barred the individual from entering its private property and has notified them accordingly.

### **3.9 Managing Entries**

**3.9.1** Players may change partners up until the registration deadline, which is managed by the players through the USPA TMS or by emailing the Tournament Director. Once the registration deadline has passed, substitutions will be allowed only at the Tournament Director's discretion and in accordance with the rules below.

#### **3.9.2 Withdrawal of Entries**

- 3.9.2.1** A formal withdrawal must be communicated in email to the Tournament Director by a member of the team who is withdrawing. In Division 1 of USPA 2000, 1000, 500, the team withdrawing must also notify the USPA via email [info@padelusa.org](mailto:info@padelusa.org). No third party can officially withdraw a team or player from the competition.
- 3.9.2.2** The player withdrawing must provide sufficient medical documentation within 7 days of the withdrawal to support the withdrawal to the tournament director and the USPA via email, [info@padelusa.org](mailto:info@padelusa.org).
- 3.9.2.3** If a player does not provide a medical certificate, they will be fined \$200 and will be ineligible to participate in a USPA tournament until the fine is paid. If a player withdraws from a USPA Circuit tournament for a second time in a calendar year without a medical certificate, they will be fined \$200 and suspended for 90 days from playing on the USPA Circuit. If a player withdraws from a USPA Circuit tournament for a third time in a calendar year without a medical certificate, they will be fined \$200 and suspended for 180 days from playing on the USPA Circuit.
- 3.9.2.4** A player can withdraw from a consolation draw match for any reason with no penalty, as long as they notify the tournament director at least one hour prior to their match time, or in the instance of the first match of the day, notify the tournament director the night before.
- 3.9.2.5** If a player withdraws from the consolation draw, and does not notify the tournament director, they will be fined \$200 and unable to play a USPA Circuit until the fine is paid. If this happens a second time in a calendar year, the player will receive a \$200 fine and be suspended for 90 days. If this happens a third time in a calendar year, the player will receive a \$200 fine and be suspended for 180 days.

#### **3.9.3 Management of Withdrawals**

- 3.9.3.1** If a team withdraws after the registration deadline but before the draw is created, the entire team is removed, and the next team on the entry list is substituted into the draw, if applicable. If there is no waitlist, the player whose partner withdrew may enter with a new partner, but they are subject to the same selection criteria as all other teams, using the rankings and ratings of the new player and pairing.

- 3.9.3.2** If a team withdraws after the registration deadline but before the draw is made, registration fees may be returned. If the draws have been created, registration fees shall not be returned.
- 3.9.3.3** In USPA 2000, 1000, and 500 Division 1, where the draw is full, ie, has 64, 32, or 16 teams. If a team withdraws after the draw has been created, then the team can be replaced by a team from the waitlist. If no wait list exists, then the top verified WPR-rated team from Division 2 will be invited to join Division 1, if they decline, the next rated team will be invited and so forth. If the draw is not full, then no teams will be added to the draw. The player whose partner withdrew cannot enter the division with a new partner.
- 3.9.3.4** In USPA 2000, 1000, 500 Divisions 2,3,4, and all divisions in USPA 250, and 100. If a player withdraws from a tournament, they can be replaced by a player not previously entered in the tournament, provided their verified WPR matches the level and division of the tournament.
- 3.9.3.5** If the withdrawal impacts seeded players or involves draw changes, see the criteria in section 8 for guidance.

#### 4. TOURNAMENT DIRECTOR RESPONSIBILITIES

- 4.1** The Tournament Director shall use discretion in all circumstances not explicitly discussed by the USPA Regulations or FIP Regulations.

<b>Pre-Tournament</b>
Apply to the USPA for a tournament sanction
Arrange courts so the tournament can be completed on time
Creates tournament flier using <a href="#">USPA template</a>
Create club profile with World Padel Rating and link to Stripe Account
Enter the tournament in the USPA TMS 90 days prior to the entry deadline
Refunds entry fees when necessary
<b>The Draw</b>
For USPA 2000, 1000, 500, 250. Draws should be published no later than 3:00 PM on the Monday before the tournament (Ideally earlier). For USPA 100, Draws should be published no later than 3:00 PM on the Tuesday before the tournament.
Works with the USPA to follow the seeding list and tournament selection process.
Creates the draw using the USPA TMS.
Creates and manages the tournament schedule.
<b>Conducting the Tournament</b>
Provides new padel balls for main draw matches
Maintains the schedule during the tournament in USPA TMS
Notifies teams affected by schedule changes via USPA TMS
Assures minimum rest periods between matches
Assesses time penalties and possible defaults for players arriving late for scheduled matches
Supervises all aspects of play, including the conduct and actions of players, coaches, and spectators
Acts as the referee or appoints a referee to settle scoring disputes if necessary
Defaults players for cause
Provides guidance and follows established procedures when inclement weather or safety concerns cause the tournament to be shortened. Suspends and postpones play as required due to weather.

Appoints a referee to handle player requests for a medical timeout
Provides supplies - first aid, water, etc.
<b>Post-Tournament</b>
Submits all results in the USPA TMS immediately after each match

## 5. SCHEDULING AND DEFAULTS

- 5.1** Players should plan and prepare for matches to begin as listed on the tournament flyer.
- 5.2** Players should plan and prepare for the tournament finals to begin Sunday afternoon, if necessary.
- 5.3** The Tournament Director shall aim to schedule matches so that teams in the same section of the draw will start all matches in each round at similar times.
- 5.4** The Tournament Director shall aim to schedule no more than two main draw matches per team, per day in USPA 2000, 1000, and 500. In USPA 250 and 100, or where main draw matches utilize a 3rd set tiebreaker, three matches may be scheduled in one day.
  - 5.4.1** Due to time and court constraints, this may not always be possible.
  - 5.4.2** If two or more matches occur in the consolation or feed-in championship (FIC) bracket, a team may be scheduled for more than two matches in a day.
- 5.5 Rest**
  - 5.5.1** The following match formats require a minimum 90-minute rest between matches unless all players agree to waive this requirement:
    - 5.5.1.1** Best of three tiebreak sets
  - 5.5.2** The following match formats require a minimum 60-minute rest between matches unless all players agree to waive this requirement:
    - 5.5.2.1** Two tiebreak sets with third set super-tiebreaker.
    - 5.5.2.2** Pro-sets or any other shortened scoring format.
- 5.6** The Tournament Director should schedule matches in increments of 75 or 90-minute intervals. The following increments are recommended for each format:
  - 5.6.1** Best of three tiebreak sets: 90 minutes
  - 5.6.2** Two tiebreak sets with third set super-tiebreaker: 75 minutes
  - 5.6.3** Pro sets or any other shortened scoring format: 60 minutes
- 5.7** The tournament director sets the match schedule. Players are expected to adhere to it. Players may request changes to the schedule, but should be prepared to honor the existing schedule if the requested changes cannot be made. In the event that a player's request for a schedule change cannot be accommodated, the player and their partner must still show up for the initially scheduled match time; otherwise, they will be defaulted.
- 5.8** Lateness or No Show. Both players must be on the court for the start of the warm-up, within 15 minutes of the time that the match is called by the tournament director. If both players are not, the team is defaulted from that draw by the tournament director. If a team advises the tournament director prior to the match that they will be unable to play or arrive on time, this is still treated as a No-Show default, and the same rules apply. A team defaulted in the main draw for lateness or a no-show may compete in the consolation draw. A team defaulted in a round-robin for lateness or a no-show may compete in the other round-robin matches. In the event of a default for lateness or a no-show in a round-robin, the score is recorded as 6-0, 6-0.
- 5.9** Warm Up. There will be an obligatory 3-minute courtesy rally between players prior to the start of the match.
- 5.10** Injury or Illness. If a player is unable to play a match, or complete a match due to injury or illness that pair is withdrawn from that match. The pair may continue to play in the consolation draw or

round-robin matches if the player recovers. In the case of a round robin, the winning team is awarded the win, 2 sets, and the higher of 12 games or the total number of games earned at the moment of withdrawal. The injured team shall receive a loss, and the number of games and sets won at the time of the default.

- 5.11** Code of Conduct and Unsportsmanlike Conduct. The tournament director at their discretion and in conjunction with the USPA Code of Conduct, found on the USPA website, may default a player and team from a match.
- 5.12** Any player who is defaulted from a match is defaulted from the tournament and may face further disciplinary action from the USPA. In the case of a round-robin, the defaulted match and any unplayed matches are recorded as 6-0, 6-0, to the opponents. The defaulted team is immediately removed from the round-robin placings and ineligible to advance.
- 5.13** Matches may be delayed or ahead of the projected schedule. It is the player's responsibility to know their match time and any revised times due to various changing circumstances. Tournaments running ahead of schedule can revise match schedules and bring matches forward, provided players are notified and have had adequate rest time.

## **6. DRAW FORMATTING**

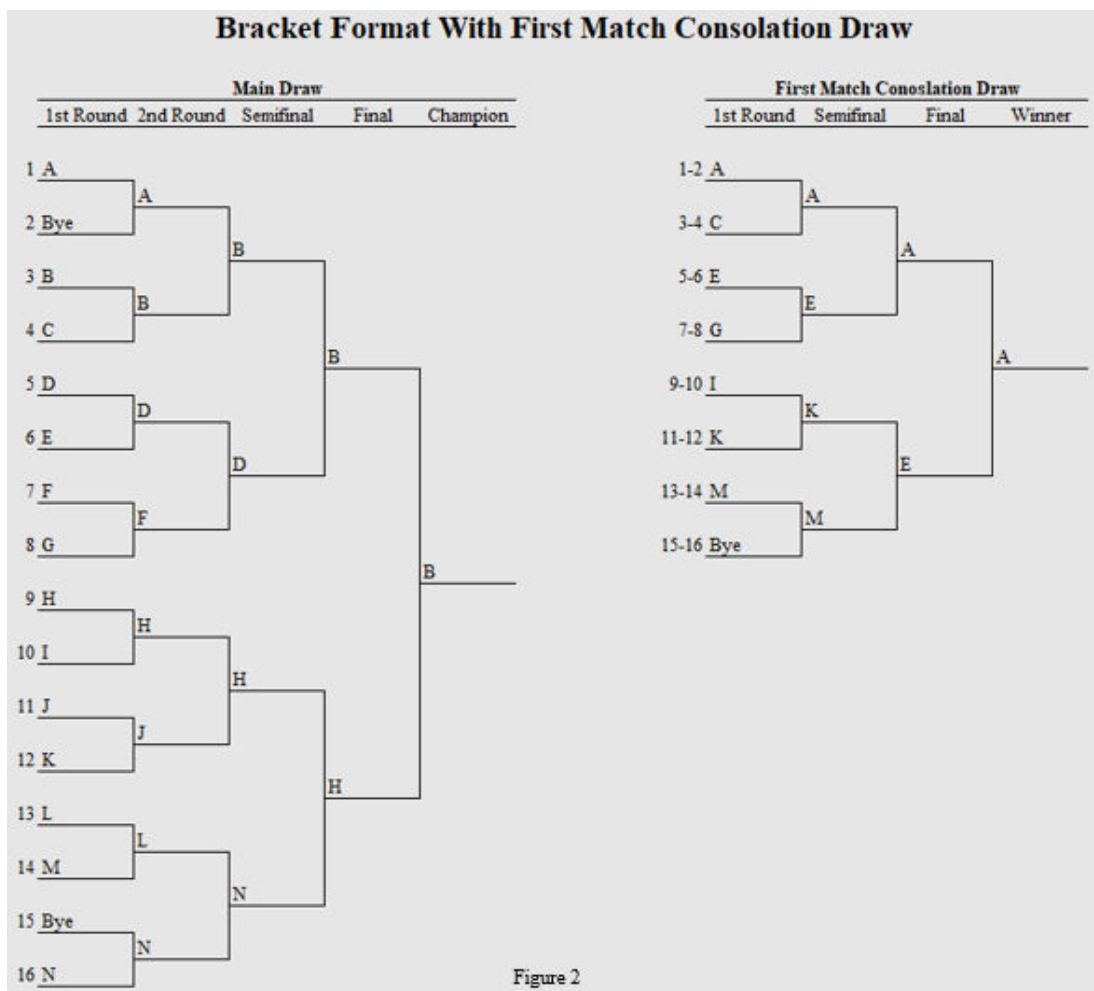
### **6.1 Round Robin**

- 6.1.1** Mandated for divisions with 3-7 teams at USPA 2000, 1000, 500, 250, 100. Each team must play every other team in its group.
- 6.1.2** One group is required for divisions consisting of three, four, or five teams. In a three, four, or five-team round robin, no final is played between the top two teams.
- 6.1.3** Two groups are required for divisions of 6 or 7 teams. Managed as two round-robin groups with a final played between the 1st place team in each round-robin. Tournaments can opt for 2v2 or 3v3 playoffs if they choose to.
- 6.1.4** There is a three-team minimum requirement for all round-robin formats. Fewer ranking points may be awarded if a draw involves only three teams.
- 6.1.5** The team that wins the most matches is the winner of that group. If two teams are tied for matches won, then the winner of the head-to-head match is the winner of the group. If three or more teams are tied, the following tiebreakers will be used, in order, to break all ties:
  - 6.1.5.1** Head-to-head win/loss record in matches involving the tied teams only.
  - 6.1.5.2** The team with the highest percentage of sets won of all sets each team has completed.
  - 6.1.5.3** Head-to-head win/loss record in matches involving the tied teams who remain tied.
  - 6.1.5.4** The team with the highest percentage of games won of all games completed.
  - 6.1.5.5** Head-to-head win/loss record in matches involving the tied teams who remain tied.
  - 6.1.5.6** The team with the highest percentage of sets won of all sets completed among teams who remain tied.
  - 6.1.5.7** Head-to-head win/loss record in matches involving the tied teams who remain tied.
  - 6.1.5.8** The team with the highest percentage of games won of all games completed involving the teams who remain tied.
  - 6.1.5.9** Head-to-head win/loss record in matches involving the tied teams who remain tied.

- 6.1.6 If a team withdraws from a round robin, then all of their matches are considered a W/O to the opposing teams and none of the scores are counted in the calculation of sets or games won.

## 6.2 First Match Consolation Draw

- 6.2.1** There is a eight-team minimum requirement for all bracket formats.
- 6.2.2** A bracket format will be used, with the first-match losers moving to a consolation bracket. All teams are guaranteed a minimum of two matches.
- 6.2.3 A Bye is not counted as a match.
- 6.2.4 A Win by Default, Withdraw, or Walkover is counted as a match.
- 6.2.5** First-match losers from the main draw will move to the corresponding line in the consolation bracket.
- 6.2.5.1** Example: if line 6 loses to line 5, line 6 will move to line 5-6 of the consolation draw.
- 6.2.5.2** Example: if line 1 receives a bye and loses in the second round, line 1 will move to line 1-2 of the consolation draw.



### 6.3 Feed-In Championship (FIC) Draw

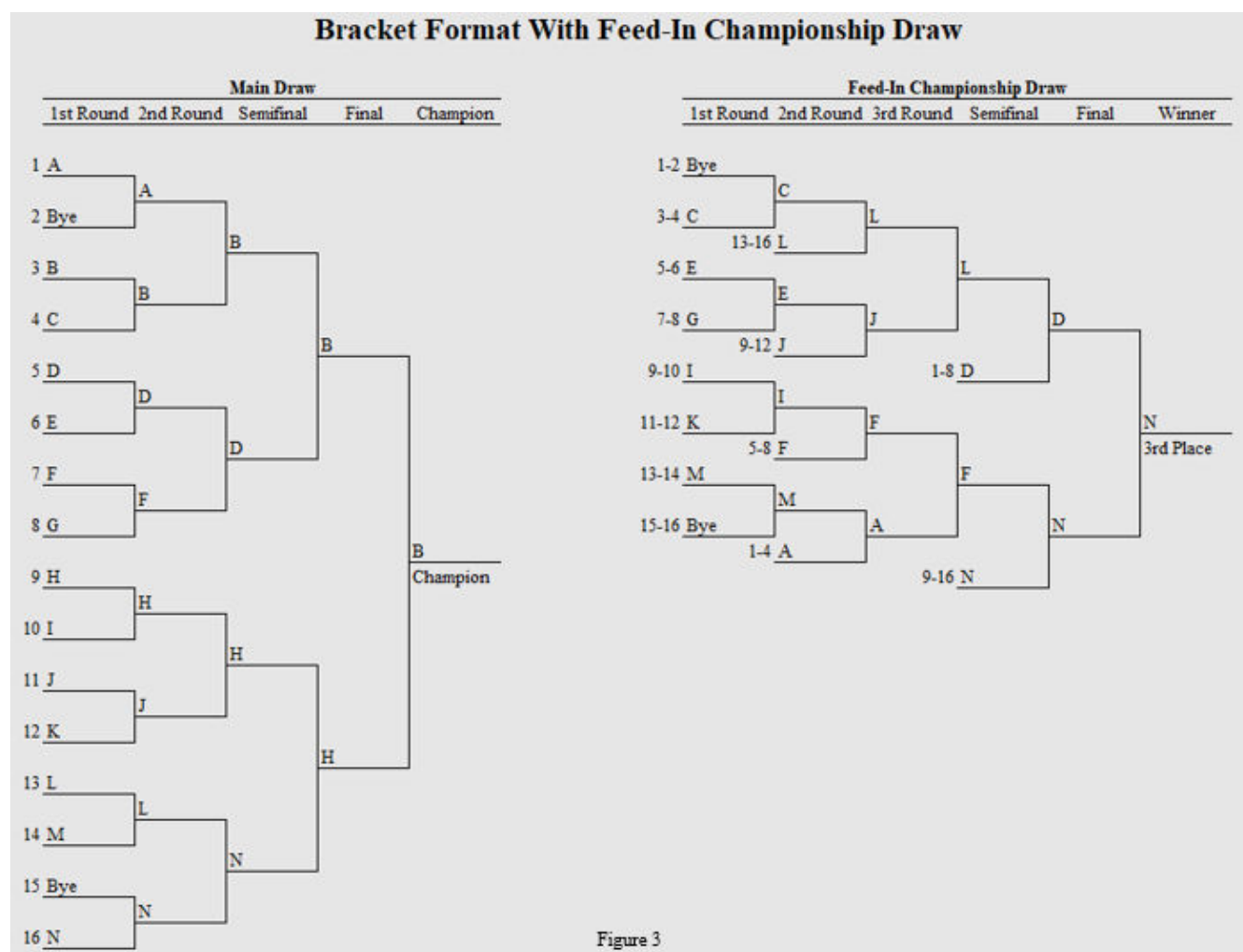
**6.3.1** Eight-team minimum requirement for all bracket formats with first round, second round and quarterfinal (semifinal optional) losers moving to a feed-in bracket. All teams guaranteed a minimum of two matches.

**6.3.2** First round, second round and quarterfinal (semifinal optional) losers from the main draw will move to the corresponding line in the feed-in bracket.

**6.3.2.1** Example: if line 5 loses to line 6, line 5 will move to line 5-6 of the feed-in bracket.

**6.3.2.2** Example: if line 1 receives a bye and loses in the second round, line 1 will move to line 1-4 of the second round of the feed-in bracket.

**6.3.2.3** Example: if line 16 loses in the semifinal, line 16 will move to line 9-16 of the feed-in bracket.

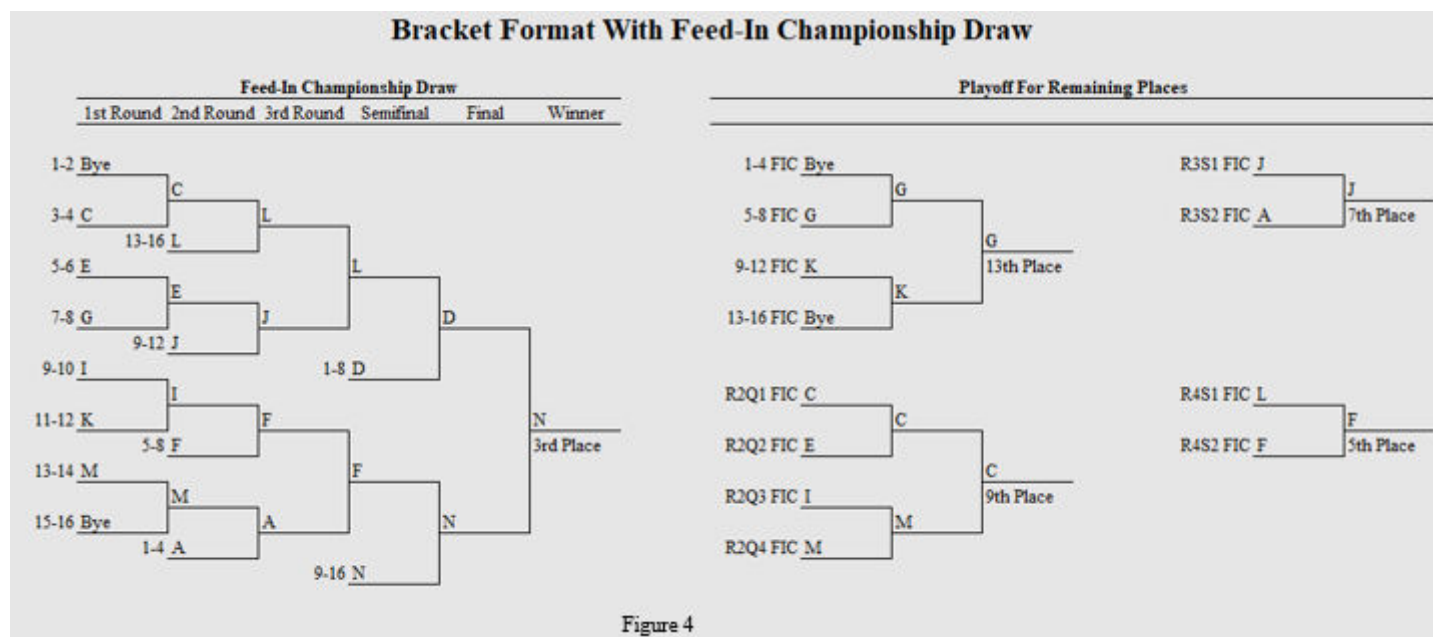


**6.3.3** An FIC draw retains the option to play off for more places after losing in the feed-in bracket.

**6.3.3.1** Example: if line 11-12 loses to line 9-10, line 11-12 feeds to line 9-12 FIC to play off for 13<sup>th</sup> place against other first round losers of the feed-in bracket.

**6.3.3.2** Example: if line 13-14 receives a bye and subsequently loses to line 1-4, line 13-14 feeds to line R2Q4 (round 2 quarterfinal #4) to play off for 9<sup>th</sup> against other second round losers of the feed-in bracket.

- 6.3.3.3** Example: if line 1-4 loses third round in the feed-in bracket, line 1-4 moves to R3S2 (round 3 semifinal #2) to play off for 7<sup>th</sup> place.
- 6.3.3.4** Example: if line 5-8 loses fourth round in the feed-in bracket, line 5-8 moves to R4S2 (round 4 semifinal #2) to play off for 5<sup>th</sup> place.



## 6.4 First Round Loser Consolation Draw. (Only approved for D1 of USPA 2000, 1000).

- 6.4.1 There is a eight-team minimum requirement for all bracket formats.
- 6.4.2 A bracket format will be used, with the first round losers moving to a consolation bracket.
- 6.4.3 First round losers from the main draw will move to the corresponding line in the consolation bracket.

## 7. MAKING THE DRAW

Steps should be taken when making draws for USPA tournaments in this order. Pairs enter the division they wish to play in. The USPA selects the pairs for Division 1 and then conducts seedings for Division 1. Selections for Division 2, Seedings for Division 2, and so forth. It is important to follow this order, especially if there are more pairs entered into a division than spaces are available, as this impacts the seedings and selections for every draw.

### 7.1 Seeding

- 7.1.1** The number of seeds varies by division, tournament level, and number of entries.
- 7.1.2** Players are selected for the division and given preferential positions in the draw, known as seeds, based on the current rankings lists at the entry deadline, using the format below.
- 7.1.2.1** Players with any USPA Ranking points.
- 7.1.2.2** Players verified WPR Rating.
- Pairs with the most USPA rankings points receive the highest seeds, once no pairs have USPA ranking points, the teams with the highest average verified WPR rating will be seeded, until all seeds have been decided. If not enough pairs have ranking points or a verified WPR rating, then no more pairs will be seeded.

- 7.1.3 If two teams have the same total number of points, a random drawing will decide the higher seed.
- 7.1.4 The same number of seeds shall fall in each half of the draw, each quarter of the draw, etc.
- 7.1.5 The number of teams seeded shall equal a power of two (2, 4 or 8 seeds).
- 7.1.6 See below for the number of seeds in each tournament level and division.
- 7.1.7 6-11 pairs = two seeds, 12-23 pairs = four seeds, 24-64 pairs = eight seeds.
- 7.1.8 Placement of seeds shall be as follows:
  - 7.1.8.1 Seed 1 on line 1 of the draw.
  - 7.1.8.2 Seed 2 on the last line of the draw.
  - 7.1.8.3 Seeds 3 and 4 are to be drawn and placed in quadrants 2 and 3.
  - 7.1.8.4 Seeds 5, 6, 7, and 8 are to be drawn and placed in quadrants 1, 2, 3, and 4 at the opposite end of the quadrant from seeds 1 thru 4.

## **7.2 Pairs Selection for Each Division**

- 7.2.1 Players with any USPA Ranking
- 7.2.2 Players verified WPR Rating
- 7.2.3 Wild Cards - Each tournament may award up to two wild cards per division. The wild cards must be approved by the USPA.
- 7.2.4 Pairs with the most USPA points receive the highest selection. Once no pairs have USPA ranking points, the teams with the highest average verified WPR will be used for selection.
- 7.2.5 Any pairs entered into a division that are not selected due to more teams entering than there are places available are automatically entered into the division below and subject to that division's selection criteria.
- 7.2.6 To qualify for Division 1 of any USPA tournament, a player's WPR must be "verified".

For example, if 24 pairs enter a division, and the division is a 16-team division. The 14 pairs with the highest combined total of USPA ranking points are selected. 2 teams can be selected as wild-card pairs. The remaining 8 teams are entered into the division below and are subject to the same selection criteria.

If a team enters a division that is significantly above or below their level of play, and the division is not full, the USPA reserves the right to place the team into a more appropriate division.

## **7.3 Byes**

- 7.3.1 Priority shall be given to the highest seeds in descending order. In the event that more byes exist than seeds, the remaining byes will be awarded by random draw.
- 7.3.2 Since priority is given to the highest seeds to receive a bye, any preliminary or first-round matches must occur in the same quadrant of the bracket as the highest seeds in descending order.
- 7.3.3 The same number of byes shall fall in each half of the draw, each quarter of the draw, etc., if possible.

## **7.4 Unseeded Teams**

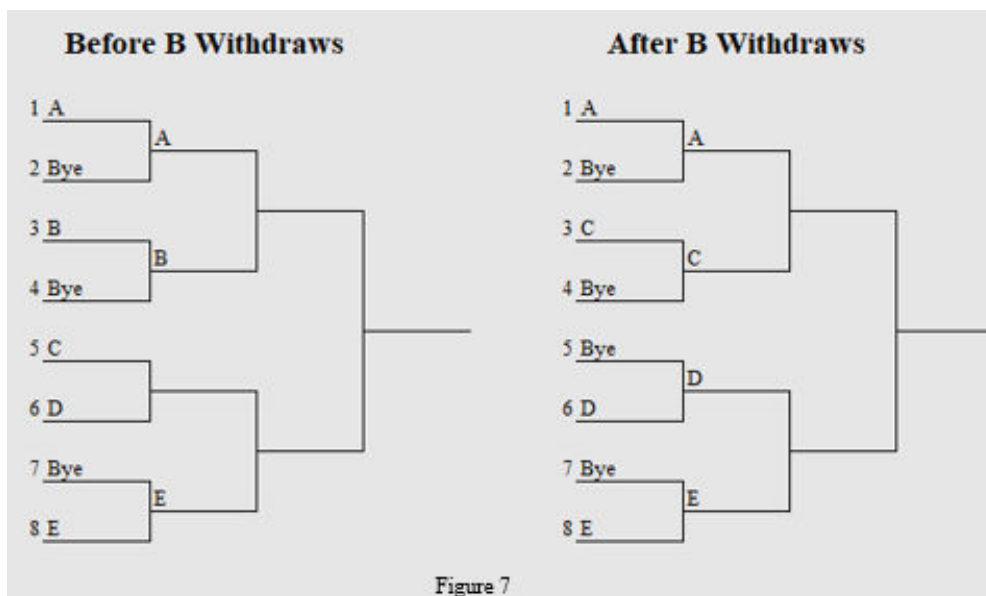
- 7.4.1** Once the seeded teams and byes have been entered into the draw, the rest of the teams shall be drawn. The selections should begin from the top of the draw and move downward.
- 7.4.2** Placing non-seeded teams in the draw is prohibited. All non-seeded teams shall be drawn to their location in the bracket.
- 7.4.3** The Tournament Director has discretion to separate first-round opponents from the same club. If this scenario occurs in the process of drawing teams, a new selection will be made.

## **7.5 Drawing Process**

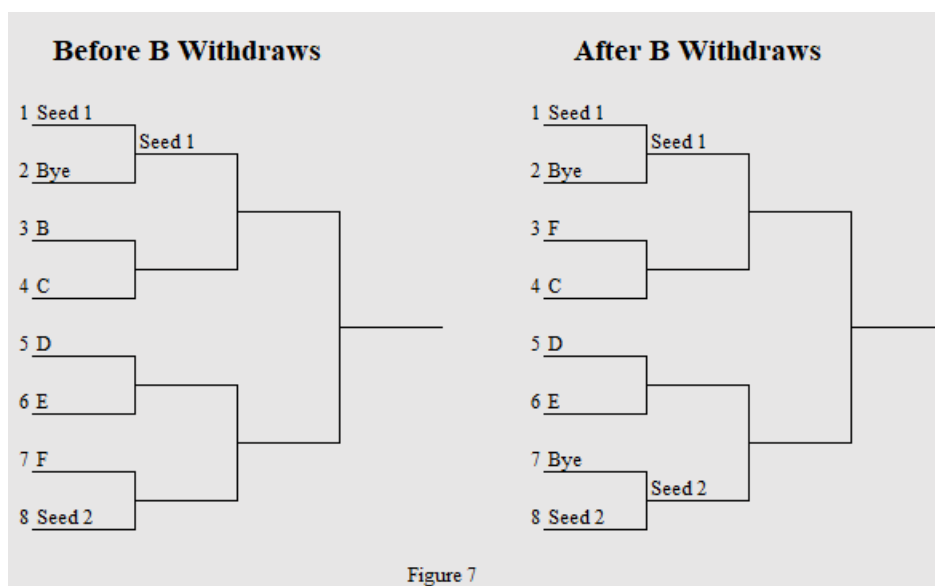
- 7.5.1** The Tournament Director is responsible for overseeing the drawing process.
- 7.5.2** It is prohibited for a player to take part in creating his/her own draw.
- 7.5.3** The draw must be created using the USPA TMS.

## **8. CHANGES TO THE DRAW**

- 8.1** Except in extremely unusual circumstances, the draw should not be altered after it has been announced. Any draw changes after publication must be approved by the USPA.
- 8.2** Replacing a seeded team that withdraws before play starts, whether the draw has been posted or not:
  - 8.2.1** If a waitlist exists or a team will move up a division per section 3.8, and the withdrawing seeded team is not the lowest seed, bump all seeds forward and move the team next eligible to be seeded, into the last remaining seeded position. *Note: There is no redrawing of seeding positions. The 4 seed will move into the 3 seed's draw position, 3 seed to 2 seed's draw position, etc.*
    - 8.2.1.1** If the withdrawing team is the lowest seed, simply move the team next eligible to be seeded into the last remaining seeded position.
    - 8.2.1.2** Place the replacement team from the waitlist into the spot of the draw just vacated by the newly seeded team.
  - 8.2.2** If a waitlist does not exist and no teams will be added from the division below, no changes should be made to the draw and the opponent of the withdrawing team will receive a walkover.
- 8.3** Replacing a non-seeded team that withdraws before play starts and after the draw is posted:
  - 8.3.1** If a waitlist exists, or players will be added from the division below, place the next-in-line team into the vacated spot of the draw.
  - 8.3.2** If a waitlist does not exist, the draw should not be changed, and the opponent of the withdrawing team will receive a walkover.
- 8.4** Replacing a non-seeded team that withdraws before play starts and before the draw is posted:
  - 8.4.1** If a waitlist exists or a team will join from the division below, place the next-in-line team from the waitlist into the vacated spot.
  - 8.4.2** If a waitlist does not exist and the draw has been made but not posted, the opponent of the withdrawing team will receive a bye unless one of the following occurs:
    - 8.4.2.1** If the bye creates a "double-bye" scenario, a team from an adjacent draw should be chosen at random to replace the withdrawn team.
- 8.5** If there are six teams in a draw, and a team withdraws after the draw has been published, and no team is available to replace them from the waitlist, the draw format shall not be changed from a draw to a round-robin.



- 8.5.1.1** If the bye creates a bye for a non-seeded team and other seeded teams in the draw are scheduled for first round matches, the bye will be given to the highest remaining seed with a first round match and their opponent will be moved to the vacated spot in the draw.



- 8.5.1.2** If the bye creates an inordinate number of byes in one section of the draw, the location of the newly created bye must be redrawn to a different part of the bracket. *See Section 7.2.3.*
- 8.6** Entering a team into the draw that was mistakenly omitted because of an administrative error:
- 8.6.1** A team whose entry is received on time will not be denied a place in the draw due to administrative error. The entire draw does not have to be remade.
- 8.6.1.1** If play has not begun and the omitted team would be unseeded, then the team's place in the draw should be determined by random drawing.

- 8.6.1.2** Allocation of byes by quadrant must remain intact, if possible. *See Section 7.2.3.*
- 8.6.1.3** If there are no byes, the same random drawing procedure should be used to decide who will play a preliminary match and the drawing includes the omitted team.
- 8.6.1.4** If play has not begun and the omitted team would be seeded, then the seeding should be changed. *The 4 seed will move into the 3 seed's draw position, 3 seed to 2 seed's draw position, etc.*

## **9 USPA Rankings and Race**

- 9.1** The USPA maintains two primary ranking systems: USPA Rankings and the USPA Race, calculated separately for men and women.
- 9.2** USPA Rankings operate on a 52-week rolling cycle and reflect a player's current competitive form. It is used for tournament selection and seedings at USPA 2000, 1000, 500, 250, and 100 tournaments.
- 9.3** The USPA Race follows a calendar-year format (January 1–December 31) and serves as the qualification standard for the USPA Circuit Championships. In both systems, a player's best ten tournament results are used for ranking purposes. Players earn points for the main draw or the consolation draw, whichever is higher, not both.
- 9.4** The level of a USPA tournament (for example, USPA 2000, 1500, or 2500) represents the number of ranking points awarded to the winners of Division 1. Each player on the winning pair earns those points individually toward their personal ranking. Points awarded are progressively reduced based on both a team's final placement in the tournament and the division in which they compete, ensuring that higher divisions and stronger finishes carry greater ranking value.
- 9.5** These ranking systems are designed to encourage participation, reward competitive performance through an objective, results-based methodology, support tournament seeding, and assist in selections for U.S. National teams. Rankings are calculated and maintained in the USPA TMS and are updated weekly.
- 9.6** If players suspect an error in the rankings, they are encouraged to review and verify their results. Most discrepancies occur when a tournament has not yet been marked as completed by the Tournament Director. Players should first contact the Tournament Director to resolve these issues. If a discrepancy remains, players may contact [info@padelusa.org](mailto:info@padelusa.org) with a screenshot or description of the problem.
- 9.7** Seniors and Junior tournaments use separate ranking systems and do not contribute to the general USPA Rankings or USPA Race.
- 9.8** [The complete rankings table is available for viewing here.](#)

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